**Digital Learning Games**

Title: Paint by Idiom

URL: http://www.funbrain.com/idioms/index.html

**Analyze the following components:**   
A. Grades 9-12 (option for other grade levels available).

B. The purpose of the game is to allow students to practice identifying idioms and their meanings. There are different levels of difficulty so students can practice simply recognizing idioms, or recognizing them and determining what they mean.   
C. Rules:

1. Choose your grade level and difficulty preference. Read the idiom and choose from the possible meanings below. (Or, if you have elected to use the easier version, match the various idioms listed to their respective meanings). If you answer correctly, your avatar will fill in a section of a painting.
2. Your goal is to fill the entire painting by answering as many questions as possible.
3. When you get a correct answer, you will be one step closer to filling in the entire painting. Incorrect answers do not result in a section of the painting being filled in. When you get an incorrect answer, you are informed that your answer was incorrect and the correct answer is provided for you to review.

D. In this game, the student is interacting with the information. It is not collaborative. I think the purpose of this game is really practice. It would be a wonderful was to do a preassessment, or to help students prepare for a test. I think this game is a great resource for students to use on their own, probably outside of class. Perhaps though, if students need some review, they could play this game in class to review specific material. Another thing I think could be really interesting would be having students use this game as the basis for creating their own versions of the game, using material that’s relevant to whatever unit they are covering at that time. So, instead of idioms, for example, students could create a version of the game that covers literary terms such as metaphor, simile, apostrophe, alliteration, etc.

E. This game is really about mastery of certain vocabulary and concepts in the English language. There is little or no conflict and the game is a lower-level thinking game. It does, however, allow students to practice reviewing complex and important vocabulary and concepts.